

VIDEO DATA TRANSFER SYSTEM

FIELD OF THE INVENTION

The present invention relates to a video data transfer system, and more particularly to a video data transfer system used in a graphic accelerator having a video input function.

BACKGROUND OF THE INVENTION

~~115 31~~ FIG. 3 is a block diagram showing an example of a conventional video data transfer system. As shown in the figure, 10 video data decoded by a video decoder 11 is sent via a video port 12 to a graphic accelerator 30 having the video input function. Upon receiving video data, the graphic accelerator 30, which comprises a video processor 21, display control circuit 22, and a FIFO memory 24, causes the video processor 21 to perform 15 predetermined signal processing for the received video data and outputs the processed video data to a frame buffer 14 via a frame buffer data bus 13 for storage in an internal off-screen memory 15.

Video data stored in the off-screen memory 15 is usually 20 sent to the display control circuit 22 in the graphic accelerator 30 via the frame buffer data bus 13, converted to signals suitable for display, and then sent to a display 16. The frame buffer data bus 13, the frame buffer 14, and the off-screen memory 15 constitute a real time output path 25.

25 At the same time, video data sent from the off-screen

memory 15 via the frame buffer data bus 13 is stored temporarily in the FIFO memory 24 which is in the graphic accelerator 30 and which constitutes a path 27 via which video data is output at video capture time. The video data is then output to a system bus 17 of a computer or some other unit and sent to a system memory 18.

However, there are certain problems encountered in the course of the investigations towards the present invention. There is a problem with the conventional system described above that, because the frame buffer data bus 13 is occupied by video data to be displayed on the display 16, the frame buffer data bus 13 becomes a bottleneck of data capturing, thus reducing the capturing rate.

Conversely, while video capturing is executed, the frame buffer data bus 13 of the conventional video data transfer system described above is occupied by video data transferred to the system memory 18. This prevents video data in the off-screen memory 15 from being updated and decreases the amount of updated data to be sent to the display 16 during data capturing, thus reducing the video display rate.

~~inventor~~ SUMMARY OF THE INVENTION

~~inventor~~ The present invention seeks to solve the problems associated with the prior art described above. It is an object of the present invention is to provide a video data transfer system which increases the capturing rate of video data to be sent to the

system memory.

It is another object of the present invention to provide a video data transfer system which does not affect the display of data on a display even when video data is being captured.

5 Further objects of the present invention will become apparent in the entire disclosure.

To achieve the above object, an embodiment according to the present invention comprises a real time output path through which video data processed by a video processor is transferred to 10 a display via a frame buffer and a capturing-only path which is independent of the real time output path and through which video data is sent to a system memory via a system bus.

According to the present invention, video data output from the video processor may be sent to the system bus through a 15 capturing-only path, not via the frame buffer.

In addition, the real time output path through which video data is transferred to the display in real time and the capturing-only path through which video data is sent to the system memory are configured independently. This 20 configuration prevents the display of video data on the display unit from being affected even when video data is being captured.

BRIEF DESCRIPTION OF THE DRAWINGS

FIG. 1 is a block diagram showing a first embodiment of the present invention.

25 FIG. 2 is a flowchart explaining an operation of the

embodiment of FIG. 1.

FIG. 3 is a block diagram of an example of a conventional system.

DETAILED DESCRIPTION

5 *ins B3* An embodiment of the present invention is described with reference to the attached drawings. FIG. 1 is a block diagram of the embodiment of the video data transfer system according to the present invention. As shown in FIG. 1, a video decoder 11 is connected via a video port 12 to a graphic 10 accelerator 20 which has the video input function. This graphic accelerator 20 is connected to a frame buffer 14 via a frame buffer data bus 13, to a system memory 18 via a system bus 17, and to a display 16. The graphic accelerator 20 has a video processor 21, a display control circuit 22, a gate 23, and a FIFO memory 24.

15 This embodiment comprises the video processor 21 which processes (e.g., reduces the size of) video data received from the video decoder 11, a real time output path 25 which transfers video data from the video processor 21 to the display 16 via the frame buffer 14, and a capturing-only path 26 which transfers video 20 data from the video processor 21 to the system memory 18.

Of these components, the real time output path 25 comprises the frame buffer data bus 13 via which video data from the video processor 21 is sent to the frame buffer 14, the frame buffer 14 in which all image data including video data is stored, 25 an off-screen memory 15 which is in the frame buffer 14 and in

which video data is stored, and the display control circuit 22 which enlarges or interpolates video data to control the output timing for display.

On the other hand, the capturing-only path 26 comprises 5 the gate 23 which controls capturing and the FIFO (first-in, first-out) memory 24 in which video data is stored.

The operation of this embodiment is described with reference to the flowchart shown in FIG. 2. First, video data processed by the video decoder 11 (step 101) is input to the video 10 processor 21 which performs such processing as size reduction (step 102). Then, control is passed to one of two paths: real time output path 25 and capturing-only path 26.

Video data sent to the real time output path 25 is stored in the off-screen memory 15 in the frame buffer 14 (step 103), read 15 from the off-screen memory 15 (step 104), sent to the display control circuit 22 for enlargement or video-to-graphic conversion (step 105), and sent to the display 16 for real time display (step 106).

On the other hand, the system checks video data sent to 20 the capturing-only path 26 if the video data is to be captured (step 107). If the video data is not to be captured, the system closes the gate 23 to prevent the video data from being sent (step 113). If the video data is to be captured, the system opens the gate 23 to allow the video data to be sent (step 108) and stores the video data 25 in the FIFO memory 24 (step 109).

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clns-a2 Then, the system checks the video data if it may be transferred to the system bus 17 (step 110). If the video data may be transferred, it is transferred to the system bus 17 and stored in the system memory 18 (step 111). If, in step 110, the system determines that the video data may not be transferred to the system bus 17 for some reason, the system checks the vertical synchronization signal data to see if the video data is the last part of a field (step 112). If the video data is not the last part of a field, the system transfers the next data to the FIFO memory 24 (steps 108 and 109); if the video data is the last part of a field, the system closes the gate 23 to stop data transfer and suspends frame capturing (step 113).

As described above, video data from the video processor 21 is sent, not via the frame buffer 14 but via the capturing-only path 26, directly to the system bus 17. This means that video data may be captured into the system memory 18 regardless of the status of the real time output path 25.

On the other hand, video data is sent to the display 16 via the real time output path 25 provided independently of the capturing-only path 26. This means that video data may be sent to the display 16 at a constant rate regardless of whether or not data is being captured.

Embodiment

in 24 The configuration of the embodiment according to the present invention is detailed with reference to FIG. 1. The

graphic accelerator 20 with the video input function is implemented as a large scale integrated circuit (LSI). It comprises the video processor 21 which reduces the size of video data according to the YUV 16 bits, the real time output path 25 which is a 64-bit internal bus through which video data from the video processor 21 is sent to the display control circuit 22 via the frame buffer 14, and the capturing-only path 26 which is a 32-bit internal bus through which video data from the video processor 21 is sent to the FIFO memory 24 via the gate 23.

10 The real time output path 25 comprises the 64-bit frame buffer data bus 13, the 2M-byte to 4M-byte frame buffer 14 in which image data including video data is stored, the variable-length off-screen memory 15 which is in the frame buffer 14 and in which video data is stored, and the display control circuit 22
15 which switches data from video data to graphic image data and vice versa, enlarges video data according to a display size, performs interpolation, and converts analog RGB signals from digital to analog and vice versa.

16. 03 On the other hand, the capturing-only path 26 comprises
20 the gate 23 which enables/disables the FIFO memory 24 and the 32-bit-by-640-stage (YUV 16 bits, 2 lines of video data) FIFO memory 24.

25 The operation of the embodiment according to the present invention is described with reference to FIGS. 1 and 2. Upon receiving NTSC analog video signals, the video decoder 11

converts the video signals to YUV 16-bit digital video data (step 101), sends the converted video data to the video processor 21, and reduces the size of video data according to the display size (step 102). Video data from the video processor 21 is sent to one 5 of two paths: real time output path 25 and capturing-only path 26.

Video data sent to the real time output path 25 is once stored in the off-screen memory 15 (step 103). The video data is then read from the off-screen memory 15 (step 104) and sent to the display control circuit 22 where the video data is processed in 10 many ways. For example, enlargement, interpolation (conversion of interlace-compatible YUV 16-bit image data to non-interlace compatible image data), switching from video data to and from graphic data, and digital/analog signal conversion to produce analog RGB signals (step 105). Video data converted to 15 analog RGB signals are output to the display 16 for display.

On the other hand, video data sent to the capturing-only path 26 is checked to see if the video data is to be captured (step 107). If the video data is not to be captured, the gate 23 is closed to stop data transfer (step 113). If the video data is to be 20 captured, a FIFO memory control circuit in the gate 23 sends the enable signal to the FIFO memory 24 to store video data in the FIFO memory 24 (steps 108, 109).

Then, the system checks if the system bus 17 of the computer such as a PCI bus is being used by some other unit in the 25 computer (step 110). If the PCI bus is not being used by any

other unit in the computer, the video data is sent from the FIFO memory 24 to the system memory 18 of the computer system via the PCI bus (step 111).

When the PCI bus is being used by some other unit in the 5 computer system, the system checks to see if the video data in the FIFO memory 24 contains the field delimiter (step 112). If the video data contains the field delimiter, the system stops sending video data (step 113) at this point; if the video data does not contain the field delimiter, the system passes control back to step 10 108 to transfer the next video data to the FIFO memory 24.

Video data is sent to the FIFO memory 24 (step 109), stored there for a while, and then output (step 110). The FIFO memory 24, which has a constant input bandwidth of about 18Mbps and the maximum output bandwidth of 132Mbps, does not 15 overflow during normal operation. In step 112, the presence of the frame delimiter, rather than the field delimiter, may be checked.

As described above, video data from the video processor is sent to the system bus not via the frame buffer. This means 20 that video data may be captured into the system memory regardless of the status of the real time output path including the frame buffer. This increases the rate of capturing video data into the system memory.

On the other hand, the embodiment according to the 25 present invention has two independent paths configured: one is

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the real time output path via which video data is transferred to the display in real time and the other is the capturing-only path via which video data is transferred to the system memory. This configuration prevents the display of data on the display unit 5 from being affected even when data is being captured. That is, the system keeps on sending video data to the display at a constant rate regardless of whether or not data is being captured, preventing data transfer to the display from being interrupted when data is being captured.

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